

RTK3-06

The Whispering Tide

A One-Round D&D LIVING GREYHAWK[®]

Ratik Regional Adventure

Version 1.0

Round 1

by Matt Lau

A gala onboard the renowned ship-turned-inn, the Whispering Tide, turns into a night of intrigue as one of the guests is killed. But nobody seems to know who the victim is or why he is onboard. An adventure for characters level 1-10.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during

certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Special thanks goes out to my editor and playtesters.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ratik. Characters native to Ratik pay one

Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

This adventure takes place in the freehold of House Fadic, aboard The Whispering Tide, a ship permanently anchored about a quarter-mile offshore. It has been converted into an opulent, but surprisingly affordable inn, by its halfling owner, Hugh Hearthhugger. There is a party taking place, attended by several nobles and guild leaders.

Aboard at the same time, since the previous night is one of the Gray Riders of Ratik. He is returning from the Bone March with a critically important dispatch for Marnar. Unfortunately, at the slave camp from which he obtained the information, an orc high priest of Gruumsh learned of his visit and summoned an invisible stalker with the instructions "slay the gray one and return with whatever information he carries." The creature tracked the rider to the Whispering Tide, then cut off his head, returning it to the priest. Chastising the creature, the orc priest set out to recover the rider's satchel. The body of the rider is discovered onboard, and the PCs need to locate his mount and his satchel, before the orcs do.

In Encounter One, Lady Remorria Bazzik is ambushed by highwaymen and needs to be rescued. Once the PCs intervene, she offers to hire them to escort her the rest of the way to the Whispering Tide.

In Encounter Two, the PCs arrive along with Remorria, ferrying across to the Tide just as the weather begins to turn stormy.

In Encounter Three, the PCs get to meet and interact with some of the nobles and guild leaders of Ratik.

In Encounter Four, a couple of the guests discover the headless body and the investigation begins.

In Encounter Five, several guests attempt to escape from the ship through the stormy weather.

In Encounter Six, the PCs call the riders mount to the ship. A force of orcs from the slave camp arrives to try to recover the satchel.

In the Conclusion, the PCs must decide what to do with the satchel.

Introduction

The PCs are on the road through the freehold of House Fadic along the coast of Ratik. Assume that they have been traveling together for a few days, as bandit activity on this road has been particularly fierce of late. Allow them a chance to introduce themselves to each other.

Encounter One

It is several hours past highsun, but the day's heat is easily washed away by the cool breeze coming off the coast of Grendep Bay. It has been quiet for the last several miles, except for the caws of sea gulls circling lazily overhead. Suddenly a woman's scream is heard ahead of you and the sounds of battle ring out.

Once they advance up the road:

The road ahead is littered with bodies. Two hundred ahead, several men in light armor are dragging a finely-dressed woman from her horse as she screams for help.

Once any PC is within fifty feet, have them make a Spot check (DC 16) to notice that about half of the dead bodies are wearing heraldic symbols. A Knowledge (local or nobles) or Bardic Knowledge check (DC 5) will identify them as that of House Cormik.

Creatures:

APL2 (EL 3):

Bandits, male human Com1 (3): hp 4 ea.
Bandit Leader, male human Rgr2: hp 18.
Light Horses (4): see *Monster Manual*.

APL4 (EL 5):

Bandits, male human War1 (3): hp 6 ea.
Bandit Leader, male human Rgr4: hp 32.
Light Horses (3): see *Monster Manual*.
Heavy Warhorse: see *Monster Manual*.

APL6 (EL 6):

Bandits, male human Ftr1 (3): 15 hp.
Bandit Leader, male human Rgr5/Rog1: hp 44.
Light Horses (3): see *Monster Manual*.
Heavy Warhorse: see *Monster Manual*.

APL8 (EL 7):

Bandits, male human Ftr1 (3): 15 hp.
Bandit Leader, male human Rgr5/Rog3: hp 54.
Light Horses (3): see *Monster Manual*.

Heavy Warhorse: see *Monster Manual*.

Tactics:

The bandit leader recognizes Remorria as a noblewoman and knows that she will draw a valuable ransom. He will attempt to use Remorria as a human shield and escape with her on his horse when his gang starts losing. If he escapes, the adventure is over.

Following the battle:

The woman is unwounded, though her face is streaked with blood and tears, as she manages to rise from her knees and compose herself. "I thank you for rescuing me travelers," she says. "Had you not intervened, there is no telling what horror would have... would have..." She begins sobbing uncontrollably.

Once she manages to calm down she will explain her situation to the PCs:

- I am Lady Remorria Bazzik, daughter of Abrom Cormik, ruler of the Cormik freehold.
- My entire escort has been killed. Please I need your help to reach the Whispering Tide Inn.
- There is a gala onboard, with many nobles and leaders of the navigators and shipbuilder guilds.
- My husband Wyvel, had important duties to attend to as head of the shipbuilders guild, so he sent me in his place.
- My family and my husband are very wealthy, I can pay you well to protect me and bring me to the inn.

Treasure:

APL2: L: 50 gp, M: *potion of cure light wounds* (5 gp).

APL4: L: 80 gp, M: *potion of cure light wounds* (5 gp).

APL6: L: 110 gp, M: *potion of cure light wounds* (5 gp), *potion of blur* (30 gp).

APL8: L: 110 gp, M: *potion of cure light wounds* (5 gp), *potion of blur* (30 gp).

Encounter Two

Assuming the PCs agree to escort Remorria, they will arrive at the ferry to the Whispering Tide about an hour before nightfall.

During the course of your trip, Lady Remorria manages to clean away the blood from her

hands and face using some ointments and cloths from one of her saddlebags. She combs and re-styles her hair, perfumes herself; And when she is finished she is poised and calm, looking like a dignified, and remarkably beautiful, noblewoman. The only evidence of her attack is a few drops of blood that remain on the sleeve and collar of her blouse.

It is still another hour or so until sundown as you arrive at Ebon Docks, but it is already growing dark from the thick clouds gathering low in the sky. This is not so much a town as a collection of several inns and taverns around the old dock area. Roughly a quarter-mile offshore is an old-style sailing ship from the days of the Great Kingdom. It has no sails, but instead, several flags and banners hang from its masts. This is the Whispering Tide.

It takes a few minutes to locate the ferryman who is in the process of hauling his launch out of the water.

Dyrtis the Ferryman, male human Exp2 (sailor):

is usually friendly and willing to transport paying passengers out to the Whispering Tide, but it is getting late and he is very worried about the storm clouds gathering in the sky. He will refuse to ferry out Remorria and the PCs, because by the time he gets them out there it will be dark and raining, possibly storming, and not worth risking his life.

Options:

- Negotiate with Dyrtis: He will succumb to a Diplomacy check (DC 18 + APL), but will collect a huge payment from Remorria. Alternatively, if the PCs suggest it, he will allow them to take the boat on their own (for his normal fee) provided they agree to return it in the morning.
- Find a fishing boat captain that will take them out to the tide: This will require a Gather Information check (DC 15) to find one that will agree, but if the PC negotiating with the captain makes a Sense Motive check (DC 16), they get the feeling that the captain is untrustworthy and may intend them harm. The crew will sail them out roughly 300 feet from the *Tide* then try to waylay the PCs. This can leave the PCs in a dangerous situation, if none of them have the Profession (sailor) skill. To successfully guide the boat the rest of the way in the *Tide* requires a skill check (DC 20).

If the captain is killed on the other hand, the remaining sailors will surrender.

- Steal a boat: Unless one of the PCs has the Profession (sailor) skill, then the only boat that they will be able to bring out to the Tide is Dyrdis's launch (as it is oar-driven, not sail-driven). They can wait until he locks up his boat and leaves, then they can try to liberate it from the boathouse requiring an Open Locks (DC 20) check, or forcing the door with a Strength check (DC 18). If they take more than three rounds to do this, then a group of sailors will spot them trying to break in and rush to attack. If someone is able to sail, and they wish to take one of the fishing boats at the dock, then all PCs on the boat or docks must make successful Move Silently checks (DC 15) while casting off the moorings and preparing the sails. If anyone fails a roll, then they are heard and a pack of sailors rushes to attack.
- High level PCs may be able to traverse the water on their own, but forcing Remorria to swim is NOT an option.

Creatures:

APL2 (EL 3):

Sailors (3), male human Exp1: hp 5 ea.

Captain, male human Exp1/Ftr1: hp 16

APL4 (EL 5):

Sailors (3), male human Exp1: hp 5 ea.

Captain, male human Exp1/Drd3: hp 25.

APL6 (EL 6):

Sailors (3), male human Exp1: hp 5 ea.

Captain, male human Exp1/Drd5: hp 37.

APL8 (EL 8):

Sailors (3), male human Exp1: hp 5 ea.

Captain, male human Exp1/Drd8: hp 49.

Treasure:

APL2: L: 40 gp.

APL4: L: 40 gp.

APL6: L: 40 gp.

APL8: L: 40 gp.

Development:

If the PCs resort to stealing a boat, then Remorria will thank them for their help, but will NOT invite them onboard the *Tide* as her guests later (unless

they refuse to accept payment for her rescue, see Encounter Three).

Encounter Three

As you pull closer to the Whispering Tide, the water is becoming much more violent and the skies darker. Built onto the side of the ship is a large landing, with a staircase that leads up the side of the ship to the top deck. A young human man, dressed as a servant, stands at attention as you approach. He states warmly, "Welcome aboard!" as he offers a hand to help you aboard. "It is a good thing that Young Lord Cormik insisted I wait out here. We were not expecting any guests to arrive this late. Welcome to the Whispering Tide."

The valet is Williks (male human Com1). He bows before Lady Remorria and helps her aboard first, then asks if her entourage will be coming aboard as well. she will say:

"These are not my servants at all. These travelers were kind enough to come to my rescue when I was attacked on the road. I thank you strangers for this deed." She removes an ornate necklace from around her slender neck and offers it to you. "I promised you a reward, and this should be sufficient. Please accept this."

If the PCs managed to get Remorria out to the *Tide* without resorting to theft, then continue on to the next section of boxed text. If the PCs were forced to resort to theft, then she distrusts them, and will not invite them onboard. They can take their reward and the adventure is over for them. Only if they refuse to accept the necklace, will she change her opinion of them and continue on with:

"You have shown both great kindness as well as valor. Please, come aboard as my guests. It is the very least I can do."

Williks will offer to take any heavy weapons or armor from the PCs and store it in a locker above deck. They are not obligated to do so, but the other guests will avoid anyone dressed for war. Young Lord Aramson Cormik may go out of his way to taunt those people as well.

From the outside, the Whispering Tide is an ancient sailing ship bearing all the markings of over a century of weathering. Once you head

below deck though, the plush carpeting and intricate murals hint at the splendor of this place. The stairs open into the cargo hold which has been transformed into a magnificent ballroom.

Two score people occupy the ballroom. Some dance to the tunes of a trio of bards performing a slow paced waltz. The rest stand or sit about, conversing, laughing, or enjoying food and drink from the banquet table.

NPCs:

Hugh Hearthhugger, male halfling Rog5/Exp2: is the owner and proprietor of the Whispering Tide. He is a retired thief and now runs a clean and respected business. He will enthusiastically greet all guests and see to their needs.

Marya Hearthhugger, female halfling Com2/Rog1: is Hugh's niece who spends several months of the year visiting her uncle to learn the inn trade (and has recently begun picking up some thieving skills). She spends the majority of the time serving drinks, has very little interest in the nobles in attendance, but will focus her attention on talking with adventurers.

Young Lord Aramson Cormik, male human Ftr4/Nob4/Duelist1: The son of Lord Abrom Cormik and Lady Remorria's brother. He greets his sister with a warm embrace, expresses concern over her attack, then returns to his carousing and womanizing.

Lord Brayen Fadric, male human Ari3: The noble lord presiding over the freehold of House Fadric. He is charismatic and has a winning smile. He is always found with his wife on his arm.

Lady Shelova Fadric, female human Ari5: Lord Brayen's wife, is a homely woman, possibly with some distant orc blood in her lineage. She is somewhat standoffish and allows her husband to do most of the talking.

Harden Azure, male human Exp2: head of the Navigators Guild in house Cormik. He responds to any non-nobles in a curt manner and is short-tempered.

Gorym Strongkeel, male human Ari1/Exp2: head of the Shipbuilders Guild in Fadric. He is looking for anyone knowledgeable about the construction of ships to have a conversation with.

There are also a trio of bards performing, roughly one dozen servants that are employed by Hugh, and another twenty or so miscellaneous NPCs that are part of various entourages of the nobles or guild leaders.

Encounter Four

The festivities continue into the evening and many guests depart to their rooms. The conversation and music continues unabated, until suddenly a woman's scream echoes through the ballroom. A shirtless man stumbles in from an adjoining hallway, struggling to pull on his pantaloons. He calls out, "Help! A murder!"

Pause for the Inn owner and other concerned folk (possibly PCs) to crowd into the man's room.

In the guest suite, the half-naked man stands by the side of a woman who has only a blanket wrapped around her. He points at the hearth, and stammers out, "My wife asked me to start a fire. I opened the flue and THAT came falling down." A twisted, lifeless body lies partially in the fireplace. The head has been cut from the body.

The couple is Largen and Mindda Southbreeze, members of the Shipbuilder's guild. Hugh will immediately escort the couple to another room and call for a servant to move their belongings, leaving PCs an opportunity to investigate.

The body:

- is an adult human male.
- is dressed in sturdy, well-worn traveling clothes, complete with a weapon belt and two empty scabbards (for longsword and dagger), a pouch with some gold coins (10 gp per APL) leather gloves and spurred boots. If nobody thinks that this is unusual, feel free to allow the PCs an Intelligence check (DC 15), to realize that there's no way someone could have ridden a horse here.
- A Search check (DC 10) notes that he has multiple bruises and broken bones indicating he was beaten by something strong.
- A Heal check (DC 15) will determine that he died a few hours ago. If the Heal check succeeds by 10 or more (DC 25), it is evident that he was probably decapitated after he was already killed.

The chimney:

- has blood smeared along the inside of it and pooled under the firewood
- a Heal check (DC 15) reveals there is not enough blood for the person to have been beheaded in the chimney.
- If someone looks up the smokestack, then some kind of cloth can be seen fluttering in the wind (it is his cloak, snagged atop the smokestack). A Spot check (DC 18) notices the glint of some kind of silver object attached to the cloth.
- If someone attempts to climb up the chimney, (rather than just take the stairs), the Climb DC is only 5, but unless they are a Small size creature, they must make an Escape Artist check (DC 15) in order to actually make it through the smokestack at the top. They will also get a lot of blood on themselves.

Above Deck:

The sky is dark and the moon is blotted out by the clouds. Although it sounds like strong waves are breaking against the hull of the Tide, the ship itself is very still, securely anchored somehow.

Visibility is about 10 feet for normal vision without any other light source. Exposed torches will occasionally flicker violently from the wind but will not go out.

Smokestack:

- A pale gray cloak is snagged at the top of the smokestack, twisting slowly from the wind. It is embroidered with a somewhat familiar insignia to those with Knowledge (Local or Heraldry, DC 5; or History or Nobles, DC 10; or Bardic DC 5) as that of the Gray Riders of Ratik: An order of experienced riders entrusted to deliver important political and military messages within the archbarony and neighboring territories.
- The silver clasp for the cloak is dangling down the chimney. There is a metal chain with an unusual locket snagged on it. (See The Locket below).

The Trail:

- A trail of smeared blood leads from the chimney to a point midway on the deck. A Search check (DC 10) will turn up a bloody longsword along this route, and also (DC 15) that it looks like the body was dragged.

- There is a large pool of blood at the end (actually start) of the trail. Someone with the Track feat can make a Wilderness Lore check (DC 15), to note that there are no footprints in the blood, so whoever dragged him was either very careful not to step in it or didn't touch the ground.
- A Spot check (DC 8) shows that one of the guard ropes is broken near the pool of blood. Inspecting it shows that it was cut. (The rider's short sword also went overboard here although it is not visible from the surface—or particularly valuable). The Swim DC in the water is currently 20 because of the impending storm and an underwater Search check (DC 20) will locate it.

The Rest of the Deck:

- A 10 minute Search check (DC 15) will turn up some bloody carcasses on the far side of the deck. A Wilderness Lore check (DC 12) identifies them as rabbit and possum remains, and (DC 18) that they have been mostly eaten by some kind of carnivorous animal or beast.
- Any PC with an Intelligence score of 12 or higher may make a Scry or Intelligence check (DC 20) to notice that the deck is being viewed by a magical sensor.

The Locket:

- radiates Transmutation magic.
- is partially hollow and has several different chambers in it, similar to a whistle or primitive flute.
- has the words "Bronze Arrow" inlaid in silver on it in the common language.
- When blown, emits a high-pitched screech audible to animals and magical beasts. A humanoid can faintly detect the noise with a Listen check (DC 25). If a specific creature's name is spoken (like Bronze Arrow) before blowing the whistle, the sound can be heard clearly by that animal over a distance of roughly fifty miles.

Treasure:

APL2: masterwork longsword (30 gp).

APL4: masterwork longsword (30 gp).

APL6: +1 longsword (231 gp)

APL8: +2 longsword (831 gp)

Development:

The PCs should be able to determine that the Gray Rider fought something near the side of the ship. Was beaten to death, beheaded, then

dragged to the smokestack and thrown in by his opponent.

Encounter Five

Run this encounter as the PCs begin trying to figure out the locket/whistle.

There is a commotion on deck as a small group of people ascends the stairs from the ballroom. Harden Azure, escorted by a man and woman in his entourage, marches towards the landing, evidently intent on leaving the ship. Hugh Hearthhugger, is following them crying out for them to halt.

Harden indeed intends to leave the ship although he is not guilty in any way. He simply doesn't want to be the next one beheaded. Hugh wants to solve this crime before anyone can leave, although he will not use force to stop them.

Solving this diplomatically is the preferable means of keeping the group from leaving, although the PCs can use force. Give the PCs three chances to persuade Harden, otherwise he orders his hirelings to try to fight their way to freedom. If multiple PCs are rolling their social skills, then use the lowest of any rolls each round. If they attempt to coordinate skills, then allow it, although if two players are cooperating with Diplomacy while another is threatening with Intimidation, then once again, use the lower of the scores.

- Attempting to convince Harden that leaving now would be dangerous and/or cause him to appear to be guilty will sway him with a Diplomacy check (DC 18 + APL).
- Implying that they could somehow convince the authorities that he is guilty if he leaves or using a similar veiled threat will work with a Bluff check (DC 18 + APL), but failure by more than 5 means he will order his hirelings to attack immediately.
- Cowing him with an Intimidate check (DC 16 + APL) will work, but **any** failed check will cause him to order his hirelings to attack.
- Some sort of magical coercion could work, but failure (say, if he makes his saving throw against a charm effect) will result in a fight.
- **Note:** resolving this situation diplomatically earns the same XP as physically defeating the NPCs.

Creatures:

APL2: (EL 3)
Harden Azure
Mercenary Mage, female human Wiz(Enchanter)2:
hp 9.
Mercenary Cleric, male human Clr1: hp 9.

APL4: (EL 6)
Harden Azure
Mercenary Mage, female human Wiz(Enchanter)4:
hp 19.
Mercenary Cleric, male human Clr4: hp 27.

APL6: (EL 8)
Harden Azure
Mercenary Mage, female human Wiz(Enchanter)6:
hp 25
Mercenary Cleric, male human Clr6: hp 39

APL8: (EL 10)
Harden Azure
Mercenary Mage, female human Wiz(Enchanter)8:
hp 33.
Mercenary Cleric, male human Clr8: hp 59.

Tactics:

Harden tries to get down the stairs and into a launch.

Treasure:

APL2: L: 60 gp, M: *potion of cure light wounds* (5 gp).
APL4: L: 75 gp, M: *potion of cure light wounds* (5 gp).
APL6: L: 75 gp, M: 2 *potions of cure light wounds* (10 gp).
APL8: L: 75 gp, M: 2 *potions of cure light wounds* (10 gp).

Development:

Killing any of the members of the group will earn the PCs the Enmity of the Navigator's Guild (a circumstance penalty to any attempts to influence members of the Navigator's Guild). The penalty is -2 for killing either or both of his hirelings, or -4 for killing Harden himself.

Encounter Six

This encounter takes place once the PCs use the magical whistle. They must speak the name/command word "Bronze Arrow" and blow into it.

If there are any animals or magical beasts onboard (including familiars) then the whistle is extremely irritating to them.

You blow the silent whistle several times producing no apparent effect. Several minutes pass, and the wind and waves become even more violent. Suddenly a winged figure drops gracefully into view. It is a large beast with the body of a lion and the head and wings of a giant eagle. It wears a great leather harness supporting a saddle and saddle bags. It lands on the deck of the ship, wooden planks creaking under its weight. It's head pans from side to side, looking for something.

Bronze Arrow is trained not to attack humans, but she is still spooked from being attacked by the Invisible Stalker from the previous night and is looking for her rider. To approach the griffin requires a successful Animal Empathy check (-4 to the roll, DC 15), otherwise she will rear away from the PCs and menacingly bite at anyone near her.

After a minute, an orc longboat approaches, sent (or led) by the shaman who summoned the Invisible Stalker, on a mission to recover the rider's satchel.

To determine how far away the longboat is from the *Tide* all PCs must roll a Spot check. A DC 10 result means that the PC Spots the longboat at a distance equal to half their vision range (ie: 30 feet for those with darkvision, or 10 feet for a normal human holding a torch). A DC 15 Spots the longboat at a distance equal to the PCs vision range. The longboat moves 20 ft. per round. Once it pulls alongside the *Tide*, the orcs will begin boarding from the landing.

If the battle is going badly against the PCs, then Aramson Cormik will emerge from below deck and help the PCs.

Creatures:

Bronze Arrow, griffin, see *Monster Manual*.

APL2 (EL 5):

Orcs (6): see *Monster Manual*.

Lesser Shaman, male orc Clr3: hp 24.

APL4 (EL 7):

Orcs (6): see *Monster Manual*.

Intermediate Shaman, Clr7: hp 52

APL6 (EL 9):

Orcs (8): see *Monster Manual*.

Invisible Stalker: see *Monster Manual*.

Intermediate Shaman, male orc Clr7: hp 52.

APL8 (EL 11):

Orcs (10): see *Monster Manual*.

Invisible Stalker: see *Monster Manual*.

Greater Shaman, male orc Clr10: hp 73.

Treasure:

APL2: L: 55 gp, M: *ring of swimming* (220 gp).

APL4: L: 25 gp, M: +1 *longspear* (230 gp), *ring of swimming* (220 gp).

APL6: L: 25 gp, M: +1 *longspear* (230 gp), *ring of swimming* (220 gp).

APL8: L: 25 gp, M: +1 *longspear* (230 gp), *ring of swimming* (220 gp).

Conclusion

The PCs can decide to return the satchel to one of the Gray Rider stations or leave it here with Hugh (there is one in Ratikhill and one in Marner, both roughly equidistant to this location).

If they decide to open the satchel:

then they find a written dispatch and an ornate ring.

The dispatch reads: "Our agents in The March have located Orphan. Need help returning Orphan to Home."

The ring is a platinum band inset with dozens of multicolored gemstones, that when viewed closely resemble the heraldic shields of both Ratik and the County of Knurl. A successful Bardic Knowledge check (DC 20) or Knowledge (Local or Nobles) (DC 15) ascertains that only two rings like this were crafted—as wedding bands for Prince Alain and Lady Evaleigh.

If they return the satchel to the Gray Riders without opening it:

Then they do not discover the contents (until they play RTK 3-07, The Fate of Alain).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeat the Bandits
APL2 90 xp; APL4 150 xp; APL6 180 xp;
APL8 210 xp;

Encounter Two

Defeat the Sailors
APL2 90 xp; APL4 150 xp; APL6 180 xp;
APL8 240 xp;

Encounter Five

Prevent Harden from leaving
APL2 90 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp;

Encounter Six

Defeat the Monsters
APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp;

Story Award

Recovering the Rider's satchel:
APL2 10 xp; APL4 20 xp; APL6 30 xp;
APL8 40xp;
Piecing together how the Rider died:
APL2 10 xp; APL4 20 xp; APL6 30 xp;
APL8 40xp;

Discretionary roleplaying award

APL2 10 xp; APL4 20 xp; APL6 30 xp;
APL8 40 xp;

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure. The loot total is the number of gold pieces each character gains if the foes are plundered of all their

earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One

APL2: L: 50 gp, M: *potion of cure light wounds* (5 gp).

APL4: L: 80 gp, M: *potion of cure light wounds* (5 gp).

APL6: L: 110 gp, M: *potion of cure light wounds* (5 gp), *potion of blur* (30 gp).

APL8: L: 110 gp, M: *potion of cure light wounds* (5 gp), *potion of blur* (30 gp).

Encounter Two:

APL2: L: 40 gp.

APL4: L: 40 gp.

APL6: L: 40 gp.
APL8: L: 40 gp.

Encounter Three:

Remorria's Necklace
APL2: L: 100 gp.
APL4: L: 100 gp.
APL6: L: 100 gp.
APL8: L: 100 gp.

Encounter Four:

APL2: 30 gp.
APL4: 30 gp.
APL6: +1 *longsword* (231 gp)
APL8: +2 *longsword* (831 gp)

Encounter Five:

APL2: L: 60 gp, M: *potion of cure light wounds* (5 gp).
APL4: L: 75 gp, M: *potion of cure light wounds* (5 gp).
APL6: L: 75 gp, M: 2 *potions of cure light wounds* (10 gp).
APL8: L: 75 gp, M: 2 *potions of cure light wounds* (10 gp).

Encounter Six:

APL2: L: 55 gp, M: *ring of swimming* (220 gp).
APL4: L: 25 gp, M: +1 *longspear* (230 gp), *ring of swimming* (220 gp).
APL6: L: 25 gp, M: +1 *longspear* (230 gp), *ring of swimming* (220 gp).
APL8: L: 25 gp, M: +1 *longspear* (230 gp), *ring of swimming* (220 gp).

Total Possible Treasure

APL 2: 465 gp (400 gp)
APL 4: 710 gp (600 gp)
APL 6: 976 gp (800 gp)
APL 8: 1576 gp (1250 gp)

Special

Enmity of the Navigator's Guild (-2 or -4 circumstance penalty to any attempt to influence any member of the Navigator's Guild of Ratik).

Each PC can earn ONE of the following favors, depending on which NPCs they had the most roleplaying interaction with during the party (if any):

Favor of House Fadric: this PC may purchase a Fadric Yacht, a small sailing vessel designed for leisure rather than trade or commerce. It can be operated by a single skilled sailor, rather than a

large crew. It is seen as the ultimate status symbol in this region. Cost: 10,000 gp.

Favor of House Cormik: this PC may purchase a Sailing Ship (per the DMG) crafted in the shipyards of the freehold of House Cormik. Cost: 10,000 gp.

Favor of Hugh Hearthhugger: good for one free High Lifestyle in one Ratik Regional adventure.

Items to Appear on the AR

APL2: *ring of swimming* (adventure)

APL4: *ring of swimming* (adventure)

APL6: *ring of swimming* (adventure)

APL8: *ring of swimming* (adventure)
+2 *longsword* (regional)

NPC Appendix

Hugh Hearthhugger, male halfling Rog5/Exp2: CR 6; Small Humanoid; HD 5d6+2d6; hp 30; Init +4; Spd 20 ft.; AC 15 (touch 15, flat-footed 11) [+1 size, +4 Dex]; Atk +10 melee (1d4-1/19-20, dagger) or +9 ranged (1d4-1, sling); SQ +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons, Rog sneak attack +3d6, evasion, uncanny dodge; AL CG; SV Fort +2, Ref +9, Will +5; Str 8, Dex 18, Con 11, Int 14, Wis 10, Cha 12.

Skills and Feats: Appraise +12, Balance +14, Climb +1, Diplomacy +7, Hide +18, Innuendo +5, Jump +1, Listen +2, Move Silently +16, Open Lock +12, Profession (innkeeper) +5, Search +12, Spot +10, Tumble +14; Combat Reflexes, Quick Draw, Weapon Finesse (dagger).

Possessions: masterwork dagger, sling.

Marya Hearthhugger, female halfling Com2/Rog1: CR 2; Small Humanoid; HD 2d4+1d6; hp 9; Init +6; Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Atk +0 melee or +5 ranged (1d4-2/19-20, dagger); SQ +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons, Rog sneak attack +1d6; AL CG; SV Fort +1, Ref +5, Will +2; Str 6, Dex 14, Con 10, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Climb +0, Hide +6, Jump +0, Listen +11, Move Silently +4, Open Lock +4, Pick Pocket +6, Profession (Innkeeper) +5, Spot +9, Use Rope +6; Alertness, Improved Initiative.

Possessions: dagger.

Young Lord Aramson Cormik, male human Ari4/Ftr4/Duelist1: Medium Humanoid; HD 4d8+4d10+1d10+9; hp 54; Init +3; Spd 30 ft.; AC 16 (touch 14, flat-footed 12) [+3 Dex, +2 armor, +1 dodge]; Atk +10 melee (1d6+1/18-20, rapier) or +8/+8 melee (1d6+1/18-20, rapier; 1d4/19-20, dagger); SQ Canny Defense; AL CN; SV Fort +6, Ref +7, Will +5; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +6, Gather Information +6, Handle Animal +6, Innuendo +7, Perform +5, Ride +11, Sense Motive +7, Swim +4, Tumble +8; Ambidexterity, Combat Reflexes, Dodge, Mobility, Quick Draw, Spring Attack, Two-Weapon Fighting.

Possessions: masterwork rapier, masterwork dagger, *bracers of armor* (+2).

Lord Brayen Fadric, male human Ari3: CR 2; Medium Humanoid; HD 3d8+3; hp 19; Init +0; Spd 30 ft.; AC 10; Atk +4 melee (1d6+1/18-20, rapier); AL NG; SV Fort +4, Ref +1, Will +3; Str 12, Dex 10, Con 12, Int 8, Wis 10, Cha 16.

Skills and Feats: Handle Animal +9, Ride +6, Swim +9, Wilderness Lore +6; Great Fortitude, Skill Focus (swim), Track.

Possessions: masterwork rapier.

Lady Shelova Fadric, female human Ari5: CR 4; Medium Humanoid; HD 5d8; hp 22; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Atk +3 base melee, +4 base ranged; AL NG; SV Fort +1, Ref +2, Will +9; Str 10, Dex 12, Con 11, Int 16, Wis 16, Cha 9.

Skills and Feats: Innuendo +11, Knowledge (Local) +9, Knowledge (Navigation) +7, Knowledge (Nobility) +9, Knowledge (Sea Lore) +7, Listen +13, Read Lips +11, Ride +5, Sense Motive +11, Spot +13; Alertness, Iron Will, Weapon Focus (longbow).

Harden Azure, male human Exp2: CR 1; Medium Humanoid; HD 2d6; hp 7; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +1 melee (1d6/18-20, rapier); AL N; SV Fort +0, Ref +1, Will +4; Str 10, Dex 13, Con 10, Int 14, Wis 13, Cha 10.

Skills and Feats: Bluff +5, Knowledge (Boating) +7, Knowledge (Cartography) +7, Knowledge (Local) +7, Knowledge (Navigation) +7, Knowledge (Nobility) +7, Knowledge (Sea Lore) +7, Profession (Sailor) +6, Swim +2; Dodge, Martial Weapon Proficiency (rapier).

Possessions: rapier, masterwork leather.

Gorym Strongkeel, male human Ari1/Exp2: CR 2; Medium Humanoid; HD 1d8+2d6+3; hp 14; Init +4; Spd 30 ft.; AC 10; Atk +1 melee (1d6/18-20, rapier); AL N; SV Fort +1, Ref +0, Will +6; Str 10, Dex 11, Con 12, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +3, Diplomacy +7, Gather Information +5, Knowledge (Boating) +7, Knowledge (Politics) +7, Listen +3, Profession (Sailor) +5, Spot +7, Swim +4, Wilderness Lore +5; Alertness, Combat Reflexes, Improved Initiative.

Possessions: rapier.

Creature Appendix

APL2 :

Encounter One

Bandits, male human Com1 (3): CR ½; Medium Humanoid; HD 1d4+1; hp 4; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +1 melee (1d8+1/x3, shortspear) or +1 ranged (1d4, sling); AL N; SV Fort +1, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 11, Cha 8.

Skills and Feats: Handle Animal +3, Ride +5; Mounted Combat, Simple Weapon Proficiency.

Possessions: shortspear, sling, leather.

Bandit Leader, male human Rgr2: CR 2; Medium Humanoid; HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Atk +5 melee (1d4+2/18-20, kukri); SQ Rgr species enemy +1 Vs Elves; AL NE; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +3, Handle Animal +3, Hide +6, Listen +9, Ride +7, Spot +9, Wilderness Lore +7; Alertness, Exotic Weapon Proficiency (kukri), Rgr Virtual Feats.

Possessions: masterwork kukri, masterwork studded leather, buckler, *potion of cure light wounds*.

Encounter Two:

Sailors (3), male human Exp1: CR ½; Medium Humanoid; HD 1d6+1; hp 5; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +0 melee (1d6/18-20, scimitar) or +0 melee (1d4/19-20, dagger); AL N; SV Fort +1, Ref +1, Will +1; Str 10, Dex 13, Con 12, Int 10, Wis 9, Cha 9.

Skills and Feats: Balance +3, Climb +4, Intuit Direction +3, Knowledge (Local) +4, Knowledge (nature) +2, Profession (Sailor) +3, Swim +0, Use Rope +5; Dodge, Martial Weapon Proficiency (scimitar).

Possessions: scimitar, dagger, leather.

Captain, male human Exp1/Ftr1: CR 1; Medium Humanoid; HD 1d6+1d10+4; hp 16; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [+1 Dex, +2 armor, +1 shield]; Atk +4 melee (1d6+2/18-20, scimitar); AL CE; SV Fort +4, Ref +1, Will +2; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +5, Climb +7, Intuit Direction +2, Jump +5, Profession (Sailor) +4, Spot +4, Swim +7, Use Rope +5; Combat Reflexes, Quick Draw, Weapon Focus (scimitar).

Possessions: scimitar, masterwork leather, masterwork buckler.

Encounter Five:

Mercenary Mage, female human Wiz(Enchanter)2: CR 2; Medium Humanoid; HD 2d4+2; hp 9; Init +2; Spd 30 ft.; AC 12 (touch 12) [+2 Dex]; Atk +0 melee or +3 ranged (1d4-1/19-20, dagger); AL N; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +6, Knowledge (arcana) +8, Knowledge (Local) +8, Knowledge (Navigation) +8, Knowledge (Nobility) +8, Spellcraft +8; Scribe Scroll, Spell Focus (enchantment), Spell Mastery

Possessions: silver dagger, *potion of cure light wounds*

Spells Prepared (4/3, base DC = 13 + spell level): 0—*daze* x3, *detect magic*, *read magic*; 1st—*charm person*, *color spray*, *identify*, *sleep*.

Mercenary Cleric, Male Human Clr1: CR 1; Medium Humanoid; HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; Atk +3 melee (1d8+3, morningstar); AL CG; SV Fort +3, Ref +0, Will +4; Str 14, Dex 10, Con 12, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +5, Heal +6, Knowledge (religion) +5, Spellcraft +5; Cleave, Power Attack.

Possessions: masterwork morningstar, masterwork chain shirt, silver holy symbol.

Spells Prepared (3/2, base DC = 12 + spell level): 0—*detect magic*, *guidance*, *light*; 1st—*sanctuary**, *bless*, *doom*.

*Domain spell. *Domains:* Protection (create a protective ward 1/day; Strength (perform a feat of strength 1/day).

Encounter Six:

Lesser Shaman, male orc Clr3: CR 3; Medium Humanoid; HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; Atk +7 melee (1d8+4/x3, longspear) or +5 melee (1d4+3/19-20, dagger); SQ light sensitivity, darkvision; AL CE; SV Fort +5, Ref +4, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +8, Heal +5, Listen +4, Spellcraft +3, Spot +4, Swim +6; Alertness, Lightning Reflexes, Martial Weapon Proficiency (longspear), Weapon Focus (longspear).

Possessions: masterwork longspear, dagger, masterwork chain shirt, *ring of swimming*.

Spells Prepared (4/3/2, base DC = 12 + spell level): 0—*cure minor wounds* x2, *detect magic*, *mending*; 1st—*magic weapon**, *bane*, *bless*, *cure light wounds*; 2nd—*spiritual weapon**, *cure moderate wounds*, *darkness*.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); War (free starting feats).

APL4:

Encounter One

Bandits, male human War1 (3): CR ½; Medium Humanoid; HD 1d8+1; hp 6; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +3 armor, +2 shield]; Atk +2 melee (1d8+1/19-20, longsword) or +2 melee (1d4+1/19-20, dagger); AL N; SV Fort +3, Ref +2, Will +1; Str 13, Dex 14, Con 13, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +0, Handle Animal +4, Jump +0, Ride +6; Power Attack, Sunder.

Possessions: longsword, dagger, studded leather, large wooden shield.

Bandit Leader, Male Human Rgr4: CR 4; Medium Humanoid; HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Atk +8 melee (1d4+2/18-20, kukri); SQ Rgr species enemy +1 Vs Elves; AL NE; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 12, Int 12, Wis 15, Cha 10.

Skills and Feats: Climb +4, Handle Animal +5, Hide +9, Listen +11, Ride +9, Spot +11, Wilderness Lore +9; Alertness, Exotic Weapon Proficiency (kukri), Rgr Virtual Feats, Weapon Focus (kukri).

Possessions: masterwork kukri, masterwork studded leather, masterwork buckler, *potion of cure light wounds*.

Spells Prepared (1): 1st—*speak with animals*.

Encounter Two:

Sailors (3), male human Exp1: CR ½; Medium Humanoid; HD 1d6+1; hp 5; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +0 melee (1d6/18-20, scimitar) or +0 melee (1d4/19-20, dagger); AL N; SV Fort +1, Ref +1, Will +1; Str 10, Dex 13, Con 12, Int 10, Wis 9, Cha 9.

Skills and Feats: Balance +3, Climb +4, Intuit Direction +3, Knowledge (Local) +4, Knowledge (nature) +2, Profession (Sailor) +3, Swim +0, Use Rope +5; Dodge, Martial Weapon Proficiency (scimitar).

Possessions: scimitar, dagger, leather.

Captain, male human Exp1/Drd3: CR 3; Medium Humanoid; HD 1d6+3d8+4; hp 25; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Atk +5 melee (1d6+1/18-20, scimitar); AL NE; SV Fort +4, Ref +3, Will +8; Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +4, Balance +6, Climb +5, Heal +6, Intuit Direction +5, Knowledge (Local) +4, Knowledge (nature) +3, Profession (Sailor) +7, Spot +7, Swim +5, Use Rope +4, Wilderness Lore +6; Combat Reflexes, Quick Draw, Weapon Focus (scimitar).

Possessions: masterwork scimitar, leather.

Spells Prepared (4/3/2, base DC = 13 + spell level): 0—*cure minor wounds, light, mending, purify food and drink*; 1st—*cure light wounds (x2), endure elements*; 2nd—*chill metal, summon swarm*.

Encounter Five:

Mercenary Mage, female human Wiz(Enchanter)4: CR 4; Medium Humanoid; HD 4d4+4; hp 19; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +1 melee or +4 ranged (1d4-1/19-20, dagger); AL N; SV Fort +2, Ref +5, Will +5; Str 8, Dex 14, Con 12, Int 17, Wis 12, Cha 12.

Skills and Feats: Concentration +8, Knowledge (arcana) +10, Knowledge (Local) +10, Knowledge (Navigation) +10, Knowledge (Nobility) +10, Spellcraft +10; Lightning Reflexes, Scribe Scroll, Spell Focus (enchantment), Spell Mastery.

Possessions: silver dagger, *potion of cure light wounds*).

Spells Prepared (4/4/3, base DC = 13 + spell level): 0—*daze x3, detect magic, read magic*; 1st—*charm person, color spray, feather fall, identify, sleep*; 2nd—*arcane lock, levitate, Tasha's hideous laughter x2*.

Mercenary Cleric, male human Clr4: CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+4 armor, +1 shield]; Atk +7 melee (1d8+2, morningstar); AL CG; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +8, Heal +10, Knowledge (religion) +8, Spellcraft +8; Cleave, Power Attack, Weapon Focus (morningstar).

Spells Prepared (5/4/3, base DC = 13 + spell level): 0—*create water, detect magic, guidance, light, mending*; 1st—*sanctuary*, bless, cause fear, doom, shield of faith*; 2nd—*bull's strength*, hold person x2, spiritual weapon*.

*Domain spell. *Domains:* Protection (create a protective ward 1/day; Strength (perform a feat of strength 1/day).

Possessions: masterwork morningstar, masterwork chain shirt, masterwork buckler, silver holy symbol.

Encounter Six

Intermediate Shaman, male orc Clr7: CR 7; Medium Humanoid; HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; Atk +10 melee (1d8+5/19-20, longspear) or +8 melee (1d4+3/19-20, dagger); SQ light sensitivity, darkvision; AL CE; SV Fort +7, Ref +5, Will +8; Str 16, Dex 13, Con 14, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +12, Heal +8, Listen +5, Spellcraft +5, Spot +5, Swim +6; Alertness, Blind-Fight, Lightning Reflexes, Martial Weapon Proficiency (longspear), Weapon Focus (longspear).

Possessions: +1 longspear, dagger, masterwork chain shirt, *ring of swimming*.

Spells Prepared (6/5/4/3/1, base DC = 13 + spell level): 0—*cure minor wounds x2, detect magic, mending, resistance x2*; 1st—*magic weapon*, bane, bless, cause fear, cure light wounds x2*; 2nd—*spiritual weapon*, cure moderate wounds, darkness, sound burst x2*; 3rd—*magic vestment*, cure serious wounds, searing light, water breathing*; 4th—*unholy blight*, greater magic weapon*.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); War (free starting feats).

APL6:

Encounter One

Bandits, male human Ftr1 (3): CR 1; Medium Humanoid; HD 1d10+2; hp 15; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +4 armor, +2 shield]; Atk +4 melee (1d8+2/19-20, longsword) or +3 melee (1d4+2, dagger); AL N; SV Fort +4, Ref +2, Will +3; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +0, Handle Animal +4, Jump +0, Ride +6; Iron Will, Toughness, Weapon Focus (longsword).

Possessions: longsword, dagger, chain shirt, large wooden shield.

Bandit Leader, Male Human Rgr5/Rog1: CR 6; Medium Humanoid; HD 5d10+1d6+6; hp 44; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +5 armor, +2 shield]; Atk +9 melee (1d4+2/18-20, kukri); SQ Rgr Species Enemy +2 Vs Elves, +1 Vs Humans, Rog Sneak Attack +1d6; AL NE; SV Fort +5, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 12, Wis 15, Cha 10.

Skills and Feats: Appraise +5, Climb +3, Handle Animal +7, Hide +9, Listen +12, Pick Pocket +3, Ride +9, Spot +12, Tumble +5, Wilderness Lore +10; Alertness, Exotic Weapon Proficiency (kukri), Iron Will, Rgr virtual Feats, Weapon Focus (kukri).

Possessions: masterwork kukri, masterwork chain shirt, masterwork buckler, *potion of cure light wounds, potion of blur*.

Spells Prepared (1): 1st—[*speak with animals*].

Encounter Two:

Sailors (3), male human Exp1: CR ½; Medium Humanoid; HD 1d6+1; hp 5; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +0 melee (1d6/18-20, scimitar) or +0 melee (1d4/19-20, dagger); AL N; SV Fort +1, Ref +1, Will +1; Str 10, Dex 13, Con 12, Int 10, Wis 9, Cha 9.

Skills and Feats: Balance +3, Climb +4, Intuit Direction +3, Knowledge (Local) +4, Knowledge (nature) +2, Profession (Sailor) +3, Swim +0, Use Rope +5; Dodge, Martial Weapon Proficiency (scimitar).

Possessions: scimitar, dagger, leather.

Captain, male human Exp1/Drd5: CR 5; Medium Humanoid; HD 1d6+5d8+6; hp 37; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (1d6+1/18-20, scimitar); SQ wildshape (1/day); AL NE; SV Fort +6, Ref +4, Will +10; Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +6, Balance +6, Climb +5, Concentration +4, Heal +8, Intuit Direction +5, Knowledge (Local) +4, Knowledge (nature) +3, Profession (Sailor) +7, Spot +7, Swim +6, Use Rope +4, Wilderness Lore +7; Combat Casting, Combat Reflexes, Quick Draw, Weapon Focus (scimitar).

Possessions: masterwork scimitar, leather.

Spells Prepared (5/4/3/2, base DC = 13 + spell level): 0—*cure minor wounds, light, mending x2, purify food and drink*; 1st—*cure light wounds x2, endure elements, faerie fire*; 2nd—*barkskin, chill metal, summon swarm*; 3rd—*poison, water breathing*.

Encounter Five:

Mercenary Mage, female human Wiz(Enchanter)6: CR 6; Medium Humanoid; HD 6d4+6; hp 25; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee or +5 ranged (1d4-1/19-20, dagger); AL N; SV Fort +3, Ref +6, Will +6; Str 8, Dex 14, Con 12, Int 19, Wis 12, Cha 12.

Skills and Feats: Concentration +10, Knowledge (arcana) +13, Knowledge (Local) +13, Knowledge (Navigation) +13, Knowledge (Nobility) +13, Spellcraft +13; Craft Wand, Lightning Reflexes, Scribe Scroll, Spell Focus (Enchantment), Spell Mastery, Spell Penetration.

Spells Prepared (4/4/4/3, base DC = 14 + spell level): 0—*daze x3, detect magic, read magic*; 1st—*charm person, color spray, feather fall, identify, sleep*; 2nd—*arcane lock, blindness/deafness, levitate, Tasha's hideous laughter x2*; 3rd—*displacement, hold person x2, slow*.

Possessions: silver dagger, *potion of cure light wounds x2*.

Mercenary Cleric, male human Clr6: CR 6; Medium Humanoid; HD 6d8+6; hp 39; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+4 armor, +1 shield]; Atk +8 melee (1d8+2, morningstar); AL CG; SV Fort +6, Ref +2, Will +8; Str 14, Dex 10, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Heal +12, Knowledge (religion) +10, Spellcraft +10; Cleave, Improved Bull Rush, Power Attack, Weapon Focus (morningstar).

Possessions: masterwork morningstar, masterwork chain shirt, masterwork buckler, holy symbol.

Spells Prepared (5/4/4/3, base DC = 13 + spell level): 0—*create water, detect magic, guidance, light, mending*; 1st—*sanctuary*, bless, cause fear, doom, shield of faith*; 2nd—*bull's strength*, hold person x2, sound burst, spiritual weapon*; 3rd—*magic vestment*, dispel magic, inflict serious wounds, water breathing*.

*Domain spell. *Domains:* Protection (create a protective ward 1/day; Strength (perform a feat of strength 1/day).

Encounter Six:

Intermediate Shaman, male orc Clr7: CR 7; Medium Humanoid; HD 7d8+14; hp 52; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; Atk +10 melee (1d8+5/19-20, longsword) or +8 melee (1d4+3/19-20, dagger); SQ light sensitivity, darkvision; AL CE; SV Fort +7, Ref +5, Will +8; Str 16, Dex 13, Con 14, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +12, Heal +8, Listen +5, Spellcraft +5, Spot +5, Swim +6; Alertness, Blind-Fight, Lightning Reflexes, Martial Weapon Proficiency (longsword), Weapon Focus (longsword).

Possessions: +1 longsword, dagger, masterwork chain shirt, *ring of swimming*.

Spells Prepared (6/5/4/3/1, base DC = 13 + spell level): 0—*cure minor wounds x2, detect magic, mending, resistance x2*; 1st—*magic weapon*, bane, bless, cause fear, cure light wounds x2*; 2nd—*spiritual weapon*, cure moderate wounds, darkness, sound burst x2*; 3rd—*magic vestment*, cure serious wounds, searing light, water breathing*; 4th—*unholy blight*, greater magic weapon*.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); War (free starting feats).

APL8

Encounter One:

Bandits, male human Ftr1 (3): CR 1; Medium Humanoid; HD 1d10+2; hp 15; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +4 armor, +2 shield]; Atk +4 melee (1d8+2/19-20, longsword) or +3 melee (1d4+2, dagger); AL N; SV Fort +4, Ref +2, Will +3; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +0, Handle Animal +4, Jump +0, Ride +6; Iron Will, Toughness, Weapon Focus (longsword).

Possessions: longsword, dagger, chain shirt, large wooden shield.

Bandit Leader, Male Human Rgr5/Rog3: CR 8; Medium Humanoid; HD 5d10+3d6+8; hp 54; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +5 armor, +2 shield]; Atk +11 melee (1d4+2/18-20, kukri) or +9 ranged (1d4+2/19-20, thrown dagger +poison); SQ Rgr species enemy +2 Vs Elves, +1 Vs humans, Rog Evasion, Sneak Attack +2d6, Uncanny dodge; AL NE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Appraise +5, Bluff +6, Climb +3, Handle Animal +7, Hide +9, Listen +16, Pick Pocket +7, Ride +9, Spot +16, Tumble +9, Wilderness Lore +11; Alertness, Exotic Weapon Proficiency (kukri), Iron Will, Rgr Virtual Feats, Weapon Focus (kukri).

Possessions: masterwork kukri, 3 throwing daggers coated w/ spider venom (DC 14, 1d4 Str/1d6 Str damage), masterwork chain shirt, masterwork buckler, *potion of cure light wounds, potion of blur*.

Spells Prepared (1): 1st—*speak with animals*.

Encounter Two:

Sailors (3), male human Exp1: CR ½; Medium Humanoid; HD 1d6+1; hp 5; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 armor]; Atk +0 melee (1d6/18-20, scimitar) or +0 melee (1d4/19-20, dagger); AL N; SV Fort +1, Ref +1, Will +1; Str 10, Dex 13, Con 12, Int 10, Wis 9, Cha 9.

Skills and Feats: Balance +3, Climb +4, Intuit Direction +3, Knowledge (Local) +4, Knowledge (nature) +2, Profession (Sailor) +3, Swim +0, Use Rope +5; Dodge, Martial Weapon Proficiency (scimitar).

Possessions: scimitar, dagger, leather.

Captain, male human Exp1/Drd7: CR 7; Medium Humanoid; HD 1d6+7d8+8; hp 49; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; Atk +8 melee (1d6+1/18-20, scimitar); SQ wildshape (3/day); AL NE; SV Fort +7, Ref +5, Will +12; Str 12, Dex 14, Con 12, Int 10, Wis 19, Cha 12.

Skills and Feats: Animal Empathy +8, Balance +6, Climb +5, Concentration +5, Heal +11, Intuit Direction +6, Knowledge (Local) +4, Knowledge (nature) +3, Profession (Sailor) +8, Spellcraft +3, Spot +8, Swim +8, Use Rope +4, Wilderness Lore +8; Combat Casting, Combat Reflexes, Quick Draw, Weapon Focus (scimitar).

Possessions: masterwork scimitar, leather.

Spells Prepared (6/5/4/3/2, base DC = 14 + spell level): 0—*cure minor wounds x2, light, mending x2, purify food and drink*; 1st—*cure light wounds x3, endure elements, faerie fire*; 2nd—*barkskin, chill metal x2, summon swarm*; 3rd—*cure moderate wounds, poison, water breathing*; 4th—*dispel magic, summon nature's ally IV*.

Encounter Five:

APL8: (EL 10)

Mercenary Mage, female human Wiz(Enchanter)8: CR 8; Medium Humanoid; HD 8d4+8; hp 33; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee or +6 ranged (1d4-1/19-20, dagger); AL N; SV Fort +3, Ref +6, Will +7; Str 8, Dex 14, Con 12, Int 20, Wis 12, Cha 12.

Skills and Feats: Concentration +12, Knowledge (arcana) +16, Knowledge (Local) +16, Knowledge (Navigation) +16, Knowledge (Nobility) +16, Profession (Sailor) +2, Spellcraft +16; Craft Wand, Lightning Reflexes, Scribe Scroll, Spell Focus (enchantment), Spell Mastery, Spell Penetration.

Possessions: silver dagger, *potion of cure light wounds x2, headband of intellect (+2)*.

Spells Prepared (4/6/4/4/3, base DC = 15 + spell level): 0—*daze x3, detect magic, read magic*; 1st—*charm person x3, color spray, feather fall, identify, sleep*; 2nd—*arcane lock, blindness/deafness, levitate, Tasha's hideous laughter x2*; 3rd—*displacement, hold person x2, slow*; 4th—*confusion, detect scrying, emotion, minor globe of invulnerability*.

Mercenary Cleric, male human Clr8: CR 8; Medium Humanoid; HD 8d8+16; hp 59; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17) [+5 armor, +2 shield]; Atk +10 melee (1d8+2, morningstar); AL CG; SV Fort +8, Ref +2, Will +9; Str 14, Dex 10, Con 14, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Heal +14, Knowledge (religion) +12, Spellcraft +12; Cleave, Improved Bull Rush, Power Attack, Weapon Focus (morningstar).

Possessions: masterwork morningstar, masterwork chain shirt, masterwork buckler, holy symbol.

Spells Prepared (6/5/4/4/2, base DC = 13 + spell level): 0—*create water, detect magic, detect poison, guidance, light, mending*; 1st—*sanctuary*, bless, cause fear, divine favor, doom, shield of faith*; 2nd—*bull's strength*, hold person x2, sound burst, spiritual weapon*; 3rd—*magic vestment*, dispel magic, inflict serious wounds, invisibility purge, water breathing*; 4th—*spell immunity*, greater magic weapon, neutralize poison*.

*Domain spell. *Domains:* Protection (create a protective ward 1/day; Strength (perform a feat of strength 1/day).

Encounter Six:

Greater Shaman, male orc Clr10: CR 10; Medium Humanoid; HD 10d8+20; hp 73; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; Atk +12 melee (1d8+5/x3, longspear) or +10 melee (1d4+3/19-20, dagger); SQ light sensitivity, darkvision; AL CE; SV Fort +9, Ref +6, Will +12; Str 16, Dex 13, Con 14, Int 10, Wis 17, Cha 6.

Skills and Feats: Concentration +15, Heal +9, Listen +5, Spellcraft +7, Spot +5, Swim +6; Alertness, Blind-Fight, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (longspear), Weapon Focus (longspear).

Possessions: +1 longspear, dagger, masterwork chain shirt, *ring of swimming*.

Spells Prepared (6/5/5/4/3/2, base DC = 13 + spell level): 0—*cure minor wounds x2, detect magic, mending, resistance x2*; 1st—*magic weapon*, bane, bless, cause fear, cure light wounds x2*; 2nd—*spiritual weapon*, cure moderate wounds, darkness x2, sound burst x2*; 3rd—*magic vestment*, cure serious wounds, searing light, summon monster III, water breathing*; 4th—*unholy blight*, greater magic weapon, summon monster IV x2*; 5th—*flame strike*, circle of doom, summon monster V*.

Critical events Summary

Were any of the following nobles or guild leaders attacked or killed?

If so, include details:

Young Lady Remorria Bazzik

Young Lord Aramson Cormik

Harden Azure

